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5. The software application of Claim 1, the one or more processors permitting the personal narrative agent to perform the further steps of:

maintaining a personal datastore of information relating preferences of the subject user; and

offering a story opportunity to the subject user based on information of said personal datastore.

6. The software application of Claim 1, the one or more processors permitting the personal narrative agent to perform the further steps of:

monitoring the activities of the subject user; and

offering a story opportunity to the subject user based on information gathered from said monitoring of said activities of the subject user.

7. The software application of Claim 6, the one or more processors permitting the personal narrative agent to perform the further step of storing data about user activities.

8. The software program of any of Claims 5 or 6, wherein said information is further used for evolving a story.

9. The software application of Claim 1, further including a second personal narrative agent for providing instructions to one or more processors to create and manage one or more dynamic customized story experiences for a second user in said user-observable environment having said at least one object with which the second user may interact, the one or more processors permitting the second personal narrative agent to perform the steps of:

selectively interacting with said at least one object to manipulate the environment in furtherance of the story experiences of the second user;

maintaining data relating to the second user, the environment and the story experiences of the second user; and

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14. The software application of any of Claims 11, 12, or 13, wherein said negotiation includes receiving input from one or both of the subject and second users.

16. The software application of Claim 1, the one or more processors permitting the personal narrative agent to perform the further step of negotiating a story opportunity involving a second user for the subject user with a second personal narrative agent uniquely assigned to the second user consistent with said one or more story experiences.

18. The software application of Claim 17, wherein a market mechanism is used to determine an outcome of the negotiation.

20. The software application of any of Claims 17, 18, or 19, wherein said negotiation includes receiving input from one or both of the subject and second users.

21. The software application of Claim 9, the one or more processors permitting the personal narrative agent to perform the further step of modifying the environment to further said story experiences.

22. The software application of Claim 1, the one or more processors permitting the personal narrative agent to perform the further step of managing scenes.

23. The software application of Claim 22, the one or more processors permitting the personal narrative agent to perform the further step of managing transitions between scenes.

24. The software application of Claim 23, the one or more processors permitting the personal narrative agent to perform the further step of managing transitions between scenes where the last scene and the next scene are in different stories.

25. The software application of Claim 22, the one or more processors permitting the personal narrative agent to perform the further step of managing scenes which further more than one story experience within a single scene, thereby weaving said story experiences together.

26. The software application of Claim 1, the one or more processors permitting the personal narrative agent to perform the further step of modifying the presentation of the environment to the user to further said story experiences.

27. The software application of Claim 1, the one or more processors permitting the personal narrative agent to perform the further step of modifying the environment to further said story experiences.

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28. The software application of Claim 1, further including a second personal narrative agent for providing instructions to one or more processors to create and manage one or more dynamic customized stories for a computer-controlled character in said user-observable environment having said at least one object with which the computer-controlled character may interact, the one or more processors permitting the second personal narrative agent to perform the steps of:

selectively interacting with said at least one object to manipulate the environment in furtherance of the stories;

maintaining data relating to the computer-controlled character, the environment and the stories of the computer-controlled character; and

simultaneously managing each of said stories of said computer-controlled character independent of said stories of said first user, each of which reaches its own narrative conclusion consistent with input and characteristics of the computer-controlled character and any objects selected to influence said stories of said computer-controlled character, such as to enable said computer-controlled character to pursue stories independent from the stories of the first user.

29. The software application of Claim 28, the one or more processors permitting the second personal narrative agent to perform the further step of reverting computer-control of the computer-controlled character to control by a second user, wherein said character continues to pursue one or more story experiences previously controlled by computer-control.

30. The software application of Claim 1, wherein a character object represents said subject user in the environment, the one or more processors permitting the personal narrative agent to perform the further step of reverting control by said subject user of the character object to computer control, wherein said character object continues to pursue one or more story experiences previously controlled by the subject user.

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31. The software application of Claim 1, wherein a first character object represents said subject user in the environment, and wherein a second character object represents a second user in the environment, and said second character object is controlled and managed by said second user, said second character object not being associated with a second personal narrative agent.

32. The software application of Claim 1, the one or more processors permitting the personal narrative agent to perform the further steps of:

recognizing story patterns in actions of said subject user; and
creating and managing story experiences consistent with those patterns.

33. The software application of Claim 32, the one or more processors permitting the personal narrative agent to perform the further step of maintaining consistency of said story experiences with a previous active story.

34. The software application of Claim 1, the one or more processors permitting the personal narrative agent to perform the further step of creating stories based on narrative forms, said narrative forms defining structures and themes of said stories.

35. The software application of Claim 34, the one or more processors permitting the personal narrative agent to perform the further step of creating multiple distinct stories based on multiple narrative forms.

36. The software application of Claim 34, the one or more processors permitting the personal narrative agent to perform the further

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37. The software application of Claim 34, the one or more processors permitting the personal narrative agent to perform the further step of creating multiple distinct stories based on a single narrative form.

selectively interacting with said at least one object to manipulate the environment in furtherance of said story experiences, including independently managing different story opportunities for the first and second users, respectively, consistent with said one or more story experiences of said first user and said one or more story experiences of the second user;

managing each of said one or more story experiences of said first and second users, respectively, to its own narrative conclusion consistent with input and characteristics of the first and second users and any objects selected to influence said one or more story experiences, such as to enable each of said first and second users to pursue individual stories independent from the stories of the other user.

39. A software application for providing instructions to one or more processors to create and manage one or more dynamic customized story experiences for each of multiple users wherein a unique personal narrative agent is assigned to assist each user throughout the story experiences of the user in a user-observable environment having at least one object with which the users may interact, the one or more processors permitting a first personal narrative agent which is assigned to a first user to perform the steps of:

selectively interacting with said at least one object and a second personal narrative agent which is assigned to a second user to manipulate the environment in furtherance of said one or more story experiences, including negotiating a story opportunity involving a second user for the first user with said second personal narrative agent consistent with said one or more story experiences;

maintaining data relating to the first user, the one or more story experiences of the first user, and the environment; and

managing said one or more story experiences to a narrative conclusion consistent with input and characteristics of the first user and any objects selected to influence said one or more story experiences.

40. A software application for providing instructions to one or more processors to create and manage one or more dynamic customized story experiences for each of multiple users wherein a unique personal narrative agent is assigned to assist each user throughout the story experiences of the user in a user-observable environment having at least one object with which the users may interact, the one or more processors permitting a first personal narrative agent which is assigned to a first user to perform the steps of:

selectively interacting with said at least one object and a second personal narrative agent which is assigned to a second user to manipulate the environment in furtherance of said one or more story experiences, including negotiating for use of one or more objects with said second

personal narrative agent, said objects being used in one or more story experiences of one or both of said first and second users;

maintaining data relating to the first user, the one or more story experiences of the first user, and the environment; and

managing said one or more story experiences to a narrative conclusion consistent with input and characteristics of the first user and any objects selected to influence said one or more story experiences.

41. The software application of any of Claims 9, 38, 39, or 40, the one or more processors permitting the personal narrative agent to perform the further step of maintaining an awareness of possible story opportunities for the subject user, activities which could trigger those stories from those opportunities, and activities which could advance those stories.

42. The software application of Claim 41, the one or more processors permitting the personal narrative agent to perform the further step of maintaining an awareness of possible objects that could trigger and/or advance those stories.

43. The software application of Claim 42, wherein the possible objects include a character corresponding to a second user.

44. The software application of any of Claims 9, 38, 39, or 40, the one or more processors permitting the personal narrative agent to perform the further steps of:

maintaining a personal datastore of information relating preferences of the subject user; and

offering a story opportunity to the subject user based on information of said personal datastore.

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50. The software application of any of Claims 38 or 39, the one or more processors permitting the personal narrative agent of the subject user to perform the further step of negotiating for use of said at least one object with said second personal narrative agent uniquely assigned to said second user, said at least one object being used in one or more story experiences of one or both of said subject and second users.

52. The software application of Claim 51, wherein said market mechanism includes bidding for the objects to determine a value of the objects.

54. The software application Claim 51, wherein said negotiation includes receiving input from one or both of the subject and second users.

56. The software application of Claim 40, wherein a market mechanism is used to determine an outcome of the negotiation.

57. The software application of Claim 56, wherein said market mechanism includes bidding for the objects to determine a value of the objects.

58. The software application of Claim 40, wherein said negotiation includes receiving input from one or both of the subject and second users.

59. The software application of Claim 56, wherein said negotiation includes receiving input from one or both of the subject and second users.

60. The software application of Claim 57, wherein said negotiation includes receiving input from one or both of the subject and second users.

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62. The software application of Claim 61, the one or more

63. The software application of Claim 62, the one or more

64. The software application of Claim 61, the one or more

65. The software application of any of Claims 38, 39, or 40, the

66. The software application of any of Claims 38, 39, or 40, the

67. The software application of any of Claims 9, 38, 39, or 40,

customized stories for a computer-controlled character in said user-observable environment having said at least one object with which the computer-controlled character may interact, the one or more processors permitting the third personal narrative agent to perform the steps of:

selectively interacting with said at least one object to manipulate the environment in furtherance of the stories;

maintaining data relating to the computer-controlled character, the environment and the stories of the computer-controlled character; and

simultaneously managing each of said stories of said computer-controlled character independent of said stories of said subject and second users, each of which reaches its own narrative conclusion consistent with input and characteristics of the computer-controlled character and any objects selected to influence said stories of said computer-controlled character, such as to enable said computer-controlled character to pursue stories independent from the stories of the subject and second users.

68. The software application of Claim 67, the one or more processors permitting the third personal narrative agent to perform the further step of reverting computer-control of the computer-controlled character to control by a third user, wherein said character continues to pursue one or more story experiences previously controlled by computer-control.

69. The software application of any of Claims 9, 38, 39, or 40, wherein a character object represents said subject user in the environment, the one or more processors permitting the personal narrative agent to perform the further step of reverting control by said subject user of the character object to computer control, wherein said character object continues to pursue one or more story experiences previously controlled by the subject user.

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70. The software application of any of Claims 9, 38, 39, or 40, wherein a first character object represents said subject user in the environment, and wherein a second character object represents a second user in the environment, and said second character object is controlled and managed by said second user, said second character object not being associated with a second personal narrative agent.

71. The software application of any of Claims 9, 38, 39, or 40, the one or more processors permitting the personal narrative agent to perform the further steps of:

recognizing story patterns in actions of said subject user; and
creating and managing story experiences consistent with those patterns.

72. The software application of Claim 71, the one or more processors permitting the personal narrative agent to perform the further step of maintaining consistency of said story experiences with a previous active story.

73. The software application of any of Claims 9, 38, 39, or 40, the one or more processors permitting the personal narrative agents of said subject user and said second user to perform the further step of creating stories for said subject and second users, respectively, based on narrative forms, said narrative forms defining structures and themes of said stories.

74. The software application of Claim 73, the one or more processors permitting the personal narrative agents of said subject user and said second user to perform the further step of creating multiple distinct stories for said subject user and said second user, respectively, based on multiple narrative forms.

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75. The software application of Claim 74, the one or more processors permitting said personal narrative agents of said subject user and said second user to perform the further step of transforming a story based on a first narrative form into a story based on a second narrative form.

76. The software application of Claim 73, the one or more processors permitting the personal narrative agents of said subject user and said second user to perform the further step of creating multiple distinct stories for said subject user and said second user, respectively, based on a single narrative form.

77. The software application of any of Claims 1, 9, 38, 39, or 40, the one or more processors permitting the personal narrative agent to perform the further steps of:

determining events that tend to cause a story to be consistent with a first narrative form; and

managing said story including manipulating said at least one object and said environment to provide one or more opportunities for said subject user to follow a story consistent with the first narrative form.

78. The software application of Claim 77, the one or more processors permitting the PNA to perform the further steps of:

determining events that tend to cause said story experiences to be inconsistent with the first narrative form;

finding a second narrative form, for which said events are consistent; and

transforming the story in to an instance of said second narrative form.

79. The software application of Claim 77, the one or more processors permitting the PNA to perform the further steps of:

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determining events that tend to cause said story experiences to be inconsistent with the first narrative form;

generating a second narrative form, for which said events are consistent; and

transforming the story in to an instance of said second narrative form.

80. A software application including a story selector component for providing instructions to one or more processors to select stories for a subject user in a user-observable environment having at least one object with which the subject user may interact, the one or more processors permitting the story selector to perform the steps of:

analyzing the subject user's actions in the environment;

determining which stories, from a set of known stories, contain similar actions; and

creating a plan for the future continuation of the user's story.

81. A software application for providing instructions to one or more processors to create and manage one or more dynamic customized story experiences for a subject user wherein a unique personal narrative agent (PNA) is assigned to assist each user throughout the story experiences of the user in a user-observable environment having at least one object with which the user may interact, the one or more processors permitting the PNA to perform the steps of:

determining events that tend to cause a story to be consistent with a first narrative form; and

managing said story including manipulating said at least one object and said environment to provide one or more opportunities for said subject user to follow a story consistent with the first narrative form.

82. The software application of Claim 81, the one or more processors permitting the PNA to perform the further steps of:

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determining events that tend to cause said story experiences to be inconsistent with the first narrative form;

finding a second narrative form, for which said events are consistent; and

transforming the story in to an instance of said second narrative form.

83. The software application of Claim 81, the one or more processors permitting the PNA to perform the further steps of:

determining events that tend to cause said story experiences to be inconsistent with the first narrative form;

generating a second narrative form, for which said events are consistent; and

transforming the story in to an instance of said second narrative form.

84. The software application of any of Claims 1, 9, 38, 39, 40, 80, or 81 wherein said environment is a simulated environment.

85. A method for creating and managing multiple dynamic customized story experiences for a subject user in a user-observable environment having at least one object with which the subject user may interact, said subject user having a uniquely assigned personal narrative agent (PNA) for performing the steps of:

selectively interacting with said at least one object to manipulate the environment in furtherance of the story experiences;

maintaining data relating to the subject user, the environment and the multiple story experiences of the subject user; and

simultaneously managing each of said multiple story experiences each of which reaches its own narrative conclusion consistent with input and characteristics of the subject user and any objects selected to influence said story experiences.

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86. The method of Claim 85, wherein the PNA performs the further step of maintaining an awareness of possible story opportunities for the subject user, activities which could trigger those stories from those opportunities, and activities which could advance those stories.

87. The method of Claim 86, wherein the PNA performs the further step of maintaining an awareness of possible objects that could trigger and/or advance those stories.

88. The method of Claim 87, wherein the possible objects include a character corresponding to a second user.

89. The method of Claim 85, wherein the PNA performs the further steps of:

maintaining a personal datastore of information relating to preferences of the subject user; and

offering a story opportunity to the subject user based on information of said personal datastore.

90. The method of Claim 85, wherein the PNA performs the further steps of:

monitoring the activities of the subject user; and

offering a story opportunity to the subject user based on information gathered from said monitoring of said activities of the subject user.

91. The method of Claim 90, wherein the PNA performs the further step of storing data about user activities.

92. The method of any of Claims 89 or 90, wherein said information is further used for evolving a story.

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93. The method of Claim 85, further for creating and managing one or more dynamic customized story experiences for a second user in said user-observable environment having said at least one object with which the second user may interact, said second user having a uniquely assigned second PNA for performing the steps of:

selectively interacting with said at least one object to manipulate the environment in furtherance of the story experiences;

maintaining data relating to the second user, the environment and the story experiences of the second user; and

simultaneously managing each of said story experiences of said second user independent of said story experiences of said first user, and each of which reaches its own narrative conclusion consistent with input and characteristics of the second user and any objects selected to influence said story experiences of said second user, such as to enable said second user to pursue individual stories independent from the stories of the first user.

94. The method of Claim 93, wherein the PNA of the subject user performs the further step of negotiating a story opportunity involving said second user for the subject user with said second PNA uniquely assigned to the second user consistent with said one or more story experiences of the subject user.

95. The method of Claim 93, wherein the PNA of the subject user performs the further step of negotiating for use of said at least one object with said second PNA uniquely assigned to said second user, said at least one object being used in one or more story experiences of one or both of said subject and second users.

96. The method of Claim 95, wherein a market mechanism is used to determine an outcome of the negotiation.

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97. The method of Claim 96, wherein said market mechanism includes bidding for the objects to determine a value of the objects.

98. The method of any of Claims 95, 96, or 97, wherein said negotiation includes receiving input from one or both of the subject and second users.

99. The method of Claim 93, wherein each of the PNA of the subject user and the second PNA perform the further step of modifying the presentation of the environment to its respective user to further said one or more story experiences.

100. The method of Claim 85, wherein the PNA performs the further step of negotiating a story opportunity involving a second user for the subject user with a second PNA uniquely assigned to the second user consistent with said one or more story experiences of the subject user.

101. The method of Claim 85, wherein the PNA performs the further step of negotiating for use of said at least one object with a second personal narrative agent uniquely assigned to a second user, said at least one object being used in one or more story experiences of one or both of said subject and second users.

102. The method of Claim 101, wherein a market mechanism is used to determine an outcome of the negotiation.

103. The method of Claim 102, wherein said market mechanism includes bidding for the objects to determine a value of the objects.

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104. The method of any of Claims 101, 102, or 103, wherein said negotiation includes receiving input from one or both of the subject and second users.

105. The method of Claim 93, wherein the PNA performs the further step of modifying the environment to further said story experiences.

106. The method of Claim 85, wherein the PNA performs the further step of managing scenes.

107. The method of Claim 106, wherein the PNA performs the further step of managing transitions between scenes.

108. The method of Claim 107, wherein the PNA performs the further step of managing transitions between scenes where the last scene and the next scene are in different stories.

109. The method of Claim 106, wherein the PNA performs the further step of managing scenes which further more than one story experience within a single scene, thereby weaving said story experiences together.

110. The method of Claim 85, wherein the PNA performs the further step of modifying the presentation of the environment to the user to further said story experiences.

111. The method of Claim 85, wherein the PNA performs the further step of modifying the environment to further said story experiences.

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112. The method of Claim 85, further for creating and managing one or more dynamic customized stories for a computer-controlled character in said user-observable environment having at least one object with which the computer-controlled character may interact, the computer controlled character having a uniquely assigned second PNA for performing the steps of:

selectively interacting with said at least one object to manipulate the environment in furtherance of the stories of the computer controlled character;

maintaining data relating to the computer-controlled character, the environment and the stories of the computer-controlled character; and

simultaneously managing each of said stories of said computer-controlled character independent of said stories of said subject user, each of which reaches its own narrative conclusion consistent with input and characteristics of the computer-controlled character and any objects selected to influence said stories of said computer-controlled character, such as to enable said computer-controlled character to pursue stories independent from the stories of the subject user.

113. The method of Claim 112, wherein the second PNA performs the further step of reverting computer-control of the computer-controlled character to control by a second user, wherein said second user continues to pursue one or more story experiences previously controlled by computer-control.

114. The method of Claim 85, wherein the PNA performs the further step of reverting control by said subject user to computer control, wherein a computer controlled character object continues to pursue one or more story experiences previously controlled by the subject user.

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116. The method of Claim 85, wherein the PNA performs the further steps of:

117. The method of Claim 116, wherein the PNA performs the further step of maintaining consistency of said story experiences with a previous active story.

119. The method of Claim 118, wherein the PNA performs the further step of creating multiple distinct stories based on multiple narrative forms.

120. The method of Claim 118, wherein the PNA performs the further step of transforming a story based on a first narrative form into a story based on a second narrative form.

120. The method of Claim 118, wherein the PNA performs the further step of creating multiple distinct stories based on a single narrative form.

¹²²
121. A method for creating and managing one or more dynamic customized story experiences for each of multiple users wherein a unique

personal narrative agent (PNA) is assigned to assist each user throughout the story experiences of the user in a user-observable environment having at least one object with which the users may interact, a first and a second PNAs which are respectively assigned to a first and a second users performing the steps of:

selectively interacting with said at least one object to manipulate the environment in furtherance of said story experiences, including independently managing different story opportunities for the first and second users, respectively, consistent with said one or more story experiences of said first user and said one or more story experiences of the second user;

maintaining data relating to the first and second users, respectively, and the one or more story experiences of the first and second users, and of the environment; and

managing each of said one or more story experiences of said first and second users, respectively, to its own narrative conclusion consistent with input and characteristics of the first and second users and any objects selected to influence said one or more story experiences, such as to enable each of said first and second users to pursue individual stories independent from the stories of the other user.

¹²³
122. A method for creating and managing one or more dynamic customized story experiences for each of multiple users wherein a unique personal narrative agent (PNA) is assigned to assist each user throughout the story experiences of the user in a user-observable environment having at least one object with which the users may interact, a first PNA which is assigned to a first user performing the steps of:

selectively interacting with said at least one object and a second PNA which is assigned to a second user to manipulate the environment in furtherance of said one or more story experiences, including negotiating a story opportunity involving said second user for the first user with said second PNA consistent with said one or more story experiences;

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maintaining data relating to the first user, the one or more story experiences of the first user, and the environment; and

managing said one or more story experiences to a narrative conclusion consistent with input and characteristics of the first user and any objects selected to influence said one or more story experiences.

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123. A method for creating and managing one or more dynamic customized story experiences for each of multiple users wherein a unique personal narrative agent is assigned to assist each user throughout the story experiences of the user in a user-observable environment having at least one object with which the users may interact, a first personal narrative agent (PNA) being assigned to a first user for performing steps of:

selectively interacting with said at least one object and a second PNA which is assigned to a second user to manipulate the environment in furtherance of said one or more story experiences, including negotiating for use of said at least one object with said second PNA, said at least one object being used in one or more story experiences of one or both of said first and second users;

maintaining data relating to the first user, the one or more story experiences of the first user, and the environment; and

managing said one or more story experiences to a narrative conclusion consistent with input and characteristics of the first user and any objects selected to influence said one or more story experiences.

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124. The method of any of Claims 93, 121, 122, or 123, wherein the personal narrative agent performs the further step of maintaining an awareness of possible story opportunities for the subject user, activities which could trigger those stories from those opportunities, and activities which could advance those stories.

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126. The method of Claim 125, wherein the possible objects include a character corresponding to a second user.

maintaining a personal datastore of information relating preferences of the subject user; and

128⁹. The method of any of Claims 93, 121, 122, or 123, wherein the personal narrative agent performs the further steps of:

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~~129.~~ The method of Claim 128, wherein the personal narrative agent performs the further step of storing data about user activities.

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131. The software program of Claim 128, wherein said information is further used for evolving a story.

¹³² 132. The method of any of Claims 121 or 123, wherein the personal narrative agent of the subject user performs the further step of

negotiating a story opportunity involving said second user for the subject user with said second personal narrative agent uniquely assigned to the second user consistent with said one or more story experiences of said subject user.

¹³⁴
133. The method of any of Claims 121 or 122, wherein the personal narrative agent of the subject user performs the further step of negotiating for use of said at least one object with said second personal narrative agent uniquely assigned to said second user, said at least one object being used in one or more story experiences of one or both of said subject and second users.

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134. The method of Claim 133, wherein a market mechanism is used to determine an outcome of the negotiation.

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135. The method of Claim 134, wherein said market mechanism includes bidding for the objects to determine a value of the objects.

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136. The method Claim 133, wherein said negotiation includes receiving input from one or both of the subject and second users.

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137. The method Claim 134, wherein said negotiation includes receiving input from one or both of the subject and second users.

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138. The method Claim 135, wherein said negotiation includes receiving input from one or both of the subject and second users.

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139. The method of Claim 123, wherein a market mechanism is used to determine an outcome of the negotiation.

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140. The method of Claim 139, wherein said market mechanism includes bidding for the objects to determine a value of the objects.

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149. The method of any of Claims 121, 122, or 123, wherein the personal narrative agent performs the further step of modifying the environment to further said story experiences.

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150. The method of any of Claims 93, 121, 122, or 123, further including a third personal narrative agent for providing instructions to one or more processors to create and manage one or more dynamic customized stories for a computer-controlled character in said user-observable environment having said at least one object with which the computer-controlled character may interact, wherein the third personal narrative agent performs the steps of:

selectively interacting with said at least one object to manipulate the environment in furtherance of the stories;

maintaining data relating to the computer-controlled character, the environment and the stories of the computer-controlled character; and

simultaneously managing each of said stories of said computer-controlled character independent of said stories of said subject and second users, each of which reaches its own narrative conclusion consistent with input and characteristics of the computer-controlled character and any objects selected to influence said stories of said computer-controlled character, such as to enable said computer-controlled character to pursue stories independent from the stories of the subject and second users.

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151. The method of Claim 150, wherein the third personal narrative agent performs the further step of reverting computer-control of the computer-controlled character to control by a third user, wherein said character continues to pursue one or more story experiences previously controlled by computer-control.

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152. The method of any of Claims 93, 121, 122, or 123, wherein a character object represents said subject user in the environment,

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wherein the personal narrative agent performs the further step of reverting control by said subject user of the character object to computer control, wherein said character object continues to pursue one or more story experiences previously controlled by the subject user.

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153. The method of any of Claims 93, 121, 122, or 123, wherein a first character object represents said subject user in the environment, and wherein a second character object represents a second user in the environment, and said second character object is controlled and managed by said second user, said second character object not being associated with a second personal narrative agent.

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154. The method of any of Claims 93, 121, 122, or 123, wherein the personal narrative agent performs the further steps of:
recognizing story patterns in actions of said subject user; and
creating and managing story experiences consistent with those patterns.

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155. The method of Claim 154, wherein the personal narrative agent performs the further step of maintaining consistency of said story experiences with a previous active story.

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156. The method of any of Claims 93, 121, 122, or 123, wherein the personal narrative agents of said subject user and said second user perform the further step of creating stories for said subject and second users, respectively, based on narrative forms, said narrative forms defining structures and themes of said stories.

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157. The method of Claim 156, wherein the personal narrative agents of said subject user and said second user perform the further step of creating multiple distinct stories for said subject user and said second user, respectively, based on multiple narrative forms.

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158. The method of Claim 157, wherein said personal narrative agents of said subject user and said second user perform the further step of transforming a story based on a first narrative form into a story based on a second narrative form.

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159. The method of Claim 156, wherein the personal narrative agents of said subject user and said second user perform the further step of creating multiple distinct stories for said subject user and said second user, respectively, based on a single narrative form.

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160. The method of any of Claims 85, 93, 121, 122, or 123, wherein the personal narrative agent performs the further steps of:
determining events that tend to cause a story to be consistent with a first narrative form; and
managing said story including manipulating objects and said environment to provide one or more opportunities for said subject user to follow a story consistent with the first narrative form.

⁶²
161. The method of Claim 160, wherein the PNA performs the further steps of:
determining events that tend to cause said story experiences to be inconsistent with the first narrative form;
finding a second narrative form, for which said events are consistent; and
transforming the story in to an instance of said second narrative form.

⁶³
162. The method of Claim 160, wherein the PNA performs the further steps of:
determining events that tend to cause said story experiences to be inconsistent with the first narrative form;

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⁶⁴
163. The method of any of Claims 85, 93, 121, 122, or 123,
in said environment is a simulated environment.

selecting at least one object to influence the story experiences;
debiting an account of said subject user corresponding to an agreed upon value for use of said object; and
managing said one or more story experiences to a narrative conclusion consistent with input and characteristics of the subject user and any objects selected to influence said one or more story experiences.

166. The method of Claim 164, further comprising the step of negotiating said agreed upon value.

167. The method of Claim 166, wherein said negotiation of said agreed upon value is performed between said personal narrative agent and a host.

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168. The method of Claim 166, wherein said negotiation of said agreed upon value is performed between said personal narrative agent of said subject user and a second personal narrative agent of a second user.

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169. The method of Claim 168, wherein said negotiation step includes bidding for the objects to determine a value of the objects.

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170. The method of Claim 164, further comprising the step of negotiating for use of said at least one object, wherein said negotiation is performed between said personal narrative agent of said subject user and a second personal narrative agent of a second user.

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171. The method of Claim 170, wherein said negotiation step includes bidding for the objects to determine a value of the at least one object.

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172. The method of any of Claims 166, 167, 168, 169, 170, or 171, wherein said negotiation includes receiving input from one or both of the subject and second users.

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173. The method of Claim 164, further comprising the step of maintaining data relating to the subject user, the at least one object selected to influence the story experiences of the subject user, the one of more story experiences of the subject user, and the environment.

⁷⁵
174. A method for selecting stories for a subject user in a user-observable environment having one or more objects with which the subject user may interact, wherein the story selector performs the steps of:

analyzing the subject user's actions in the environment;
determining which stories, from a set of known stories, contain similar actions; and

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creating a plan for the future continuation of the user's story.

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175. A method for creating and managing one or more dynamic customized story experiences for a subject user wherein a unique personal narrative agent (PNA) is assigned to assist each user throughout the story experiences of the user in a user-observable environment having at least one object with which the user may interact, wherein the PNA performs the steps of:

determining events that tend to cause a story to be consistent with a first narrative form; and

managing said story including manipulating said at least one object and said environment to provide one or more opportunities for said subject user to follow a story consistent with the first narrative form.

⁷⁷

176. The method of Claim 175, wherein the PNA performs the further steps of:

determining events that tend to cause said story experiences to be inconsistent with the first narrative form;

finding a second narrative form, for which said events are consistent; and

transforming the story in to an instance of said second narrative form.

⁷⁸

177. The method of Claim 175, wherein the PNA performs the further steps of:

determining events that tend to cause said story experiences to be inconsistent with the first narrative form;

generating a second narrative form, for which said events are consistent; and

transforming the story in to an instance of said second narrative form.

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storing the state of said stories; and

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186. The software application of Claim 49, wherein said second
nal narrative agent performs the further step of negotiating a story
tunity involving a third user for the second user with a third personal
ive agent uniquely assigned to the third user, consistent with said
r more story experiences of said second user and said one or more
experiences of said subject user.